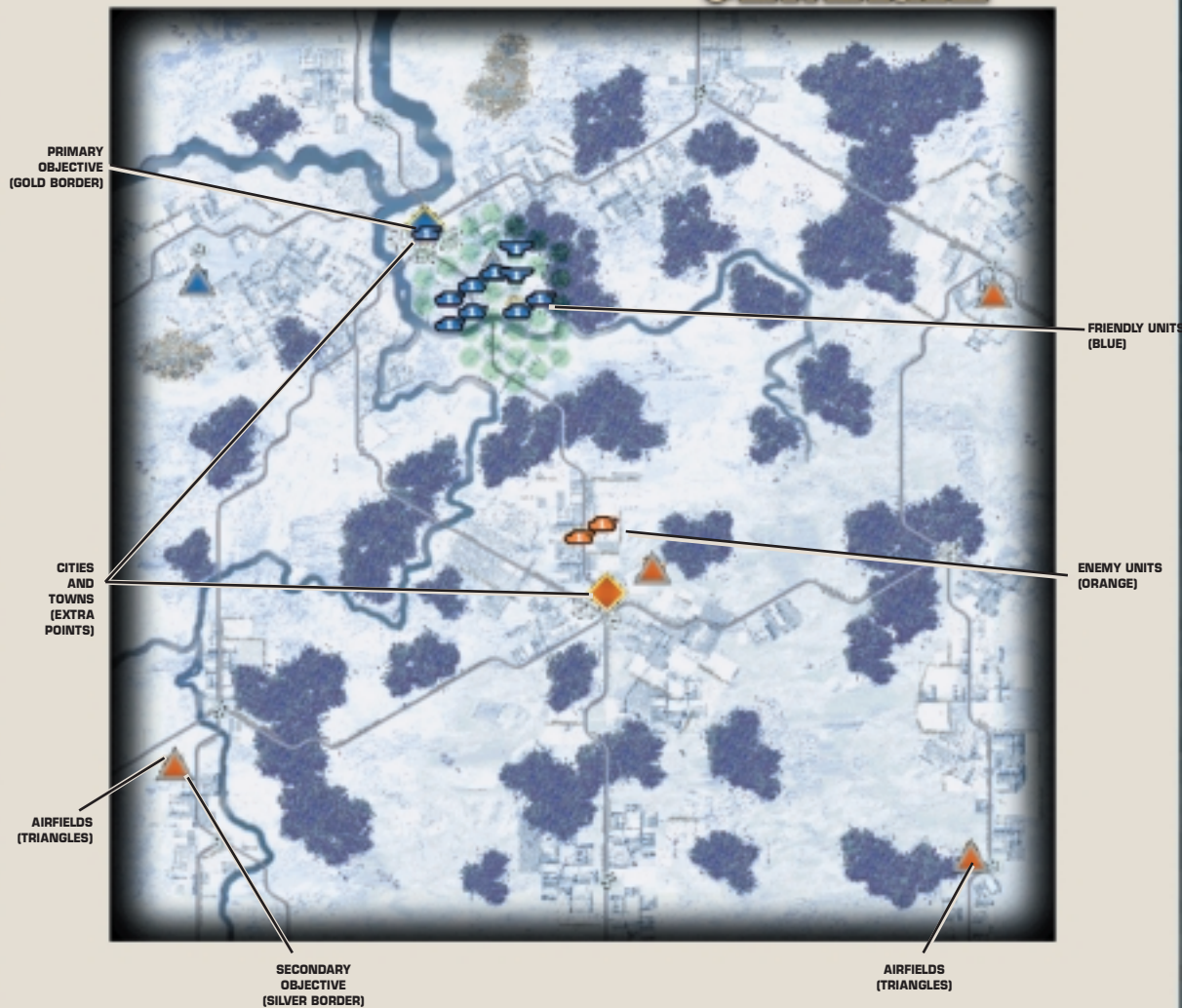


■ STRATEGIC MAP ICONS:

PANZER GENERAL



■ BUILD/DISBAND/REVIEW:



To Build a Unit:

1. Be sure you have available slots in the army roster.
2. Move the mouse over the Motor Pool and click on an equipment Class to display available equipment.
3. Click on the equipment you want to move to the roster bar.
4. Click on the leader you want to move to the roster bar.
5. The leader and unit will be placed on a green slot on the roster bar (once built it will be sorted into the army).

To Disband a Unit:

6. The unit MUST be a new unit (in a green slot) in order to be disbanded.
7. Simply click on the unit in the roster bar to return the equipment to the Motor Pool and the leader to the Officer pool.

To Review Unit/Equipment/Leader from the Main Battle Screen:

8. Right click on a unit in the roster bar to review both the leader and the equipment.
9. Right click on the friendly equipment piece on the 3D map to review both the leader and equipment.
10. Right click on the enemy equipment piece on the 3D map to review the enemy equipment (note: you can clear the fog of war flag and get basic information on the enemy leader by hitting the fog of war button in the game options screen or by hitting the < > hot key).

■ PROMOTE/DISMISS A LEADER, AUTO BUILD/DISBAND UNITS:



To Promote a Leader:

1. Click on the Medal Case in the Officer's Pool tent, the cursor will change to a *promote leader cursor* and red flags appear in the parade ground equal to the available promotions. Click on a leader you wish to promote in the roster bar or leader pool and his image will appear over a flag.
2. To cancel a promotion, click on the image above a flag representing the promotion to cancel.
3. To accept promotions click on either the Medal Case to accept all and exit, or; each flag for individual promotion.
4. To exit promotions, click on the Medal Case in the Officer's Pool tent.

To Dismiss a Leader:

5. The leader you wish to remove must be in the Officer pool. Click on the duffel bag in the Officer's Pool tent, the cursor will change to a *remove leader cursor*. Click on the leader you wish to dismiss (this is final, so be careful).

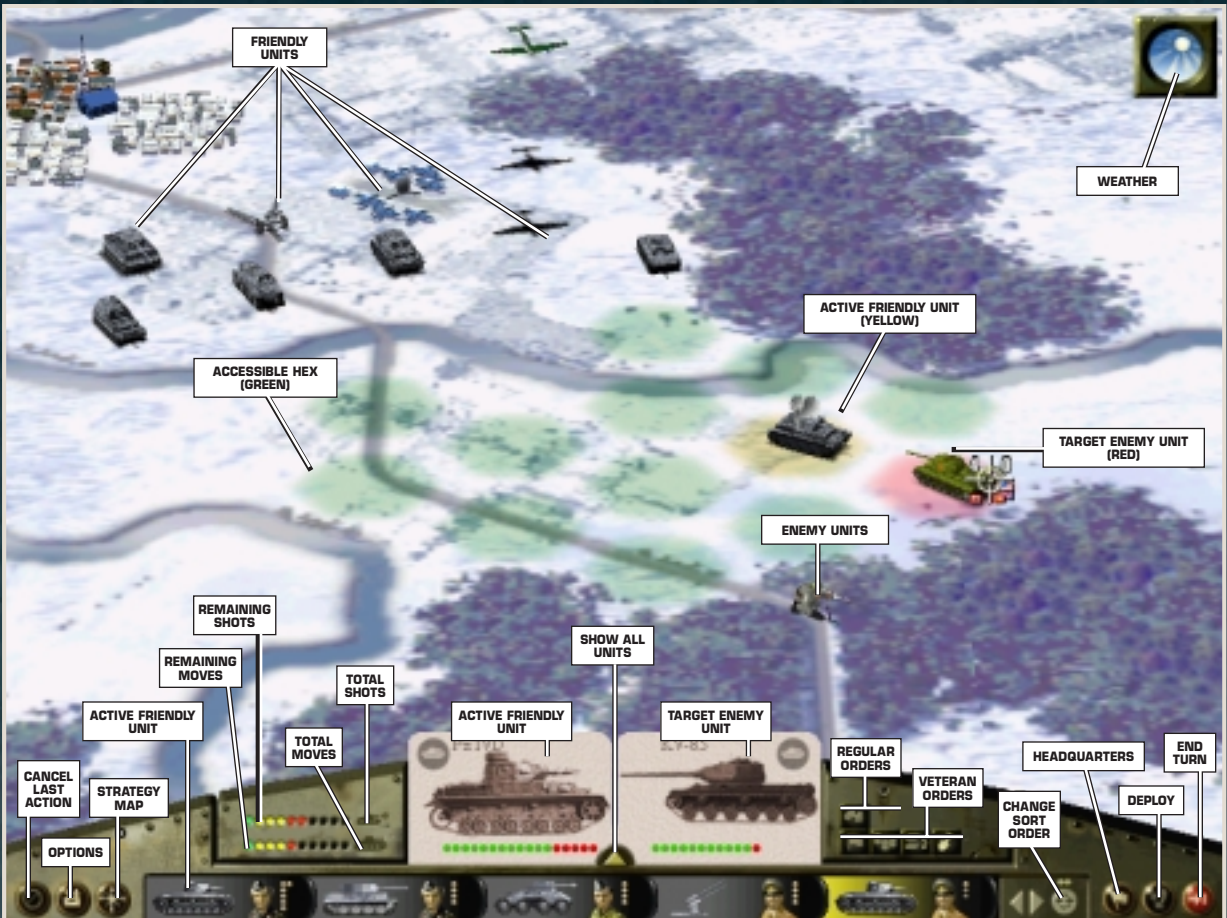
To Auto Build Units:

6. The game can build an army for you. It places the best leader with the best piece of equipment available. It does not take strategy into account, only the number of promotions a leader has.
7. Enter the Command Tent and click on the Rack of Weapons. All available roster slots will be filled with units.

To Auto Disband Units:

8. You can disband all units on a green roster background in one command using the auto breakdown order.
9. Enter the Command Tent and click on the Bugle. All units that can be disbanded will have their equipment placed in the Motor Pool and their leader placed in the Officer's Pool.

■ INTERFACE AND KEY GAME ITEMS:



- **Yellow Highlight:** Indicates the active unit (left-hand Unit Card).



- **Green Highlight:** Indicates hexes that are eligible to be moved into.



- **Red Highlight:** Indicates hexes eligible to attack.

- **Enemy Units, Leaders and Terrain:** Appear on the right-hand Unit Card.

- **Current Weather:** Indicated in the upper right-hand corner:

■ DEPLOY A UNIT:

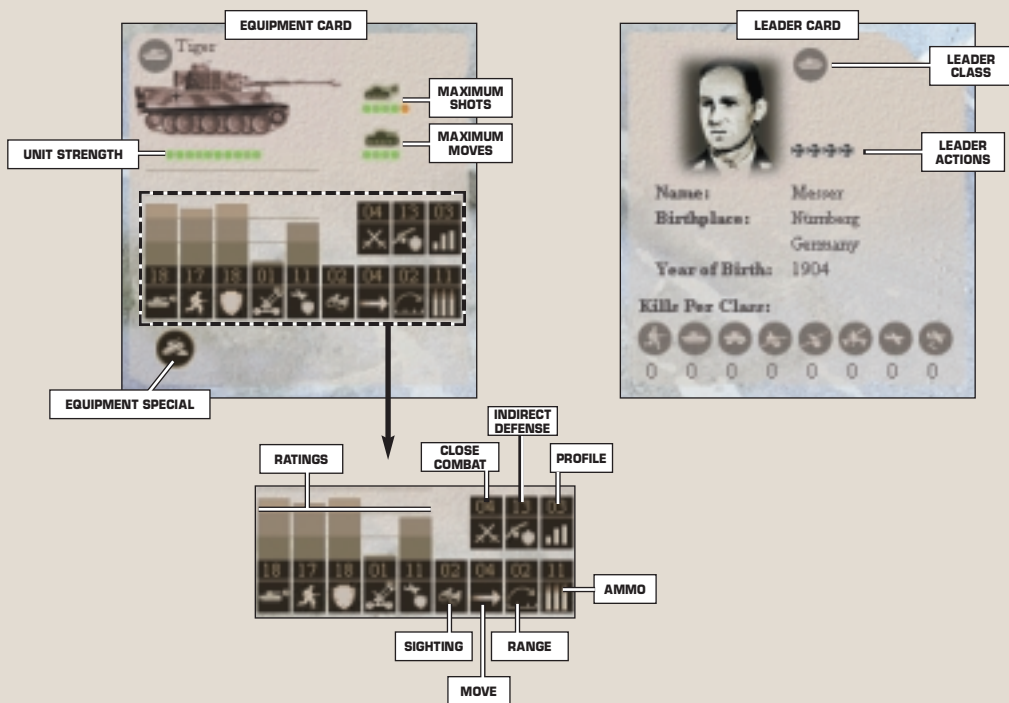


To Deploy a Unit:

1. If the Deploy button is highlighted, click on it to enter the deployment mode. The active units in the roster bar will be replaced with deployable unit(s).
2. The screen will center on the potential deployment zones.
3. Click on the unit in the roster bar you wish to deploy.
4. Click on the highlighted area of the 3D map where you wish to place the chosen unit.
5. To return a unit to the deployment bar from the map (undeploy), simply click on the unit you just placed on the 3D map.
6. Click on the exit button to return to the main battle screen.

■ UNIT CARD INFORMATION:

UNIT CARD ITEMS:



UNIT/LEADER CLASSES:



EQUIPMENT SPECIALS:



■ COMMAND ICONS:

REGULAR ORDERS:



Rally



Resupply



Refit



Entrench



Dismount

VETERAN ORDERS: INFANTRY



Patrol



Camouflage



Infiltrate



Surprise



All-Out Attack

VETERAN ORDERS: TANK



Patrol



Hull Down



Aimed Fire



Wedge Attack



Blitz Attack

VETERAN ORDERS: ANTI-TANK (AT)



Camouflage



Ambush



Quick Setup



Preparation



Fire Brigade

VETERAN ORDERS: RECON



Recon Camouflage



Recon Patrol



Retrograde



Forward Observer



Probe Attack

VETERAN ORDERS: ARTILLERY



Plot Artillery



Accurate Plotting



Quick Setup



Saturation Plotting



Bombard

VETERAN ORDERS: AIR DEFENSE (ADA)



Careful Positioning



Ground Attack



Quick Setup



Concentrated Attack



Early Warning

VETERAN ORDERS: FIGHTER



Eagle Eye



Careful Attack



Barn Busting



Combat Escort



Out of the Sun

VETERAN ORDERS: BOMBER



Bunker Killer



Fly in the Clouds



Ground Support



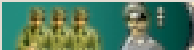
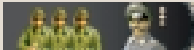
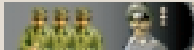
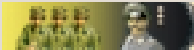
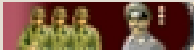
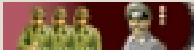
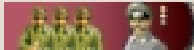
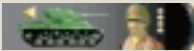
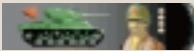
Dive Bombing



Precision Bombing

■ MISCELLANEOUS INFORMATION:

ROSTER BAR INFORMATION (SLOT COLORS):

GREEN  Undeployed unit	GREEN  Unassigned leader	BLACK  Deployed unit where Leader has used all available actions.	GREY  Deployed unit where Leader has available actions.
YELLOW  Current active unit	RED  25% Damage (Damaged state supercedes other colors)	RED  50% Damage (Damaged state supercedes other colors)	RED  75% Damage (Damaged state supercedes other colors)
GREY  1 shot left	GREY  Out of ammo		

SORTING ORDER:

 Sort by equipment class	 Sort by total leader actions	 Sort by damage level	 Sort by available leader actions
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CURSORS:

 Air Transport	 Air Drop	 Air Move	 Attack Estimate	 Promote (HQ)
 Deployment	 Move	 No Move	 Remove Leader (HQ)	 Get Unit